CSCI-1680
Wireless

Chen Avin

Based on slides from "Computer Networking: A Top Down Approach" - 6th edition

Administrivia

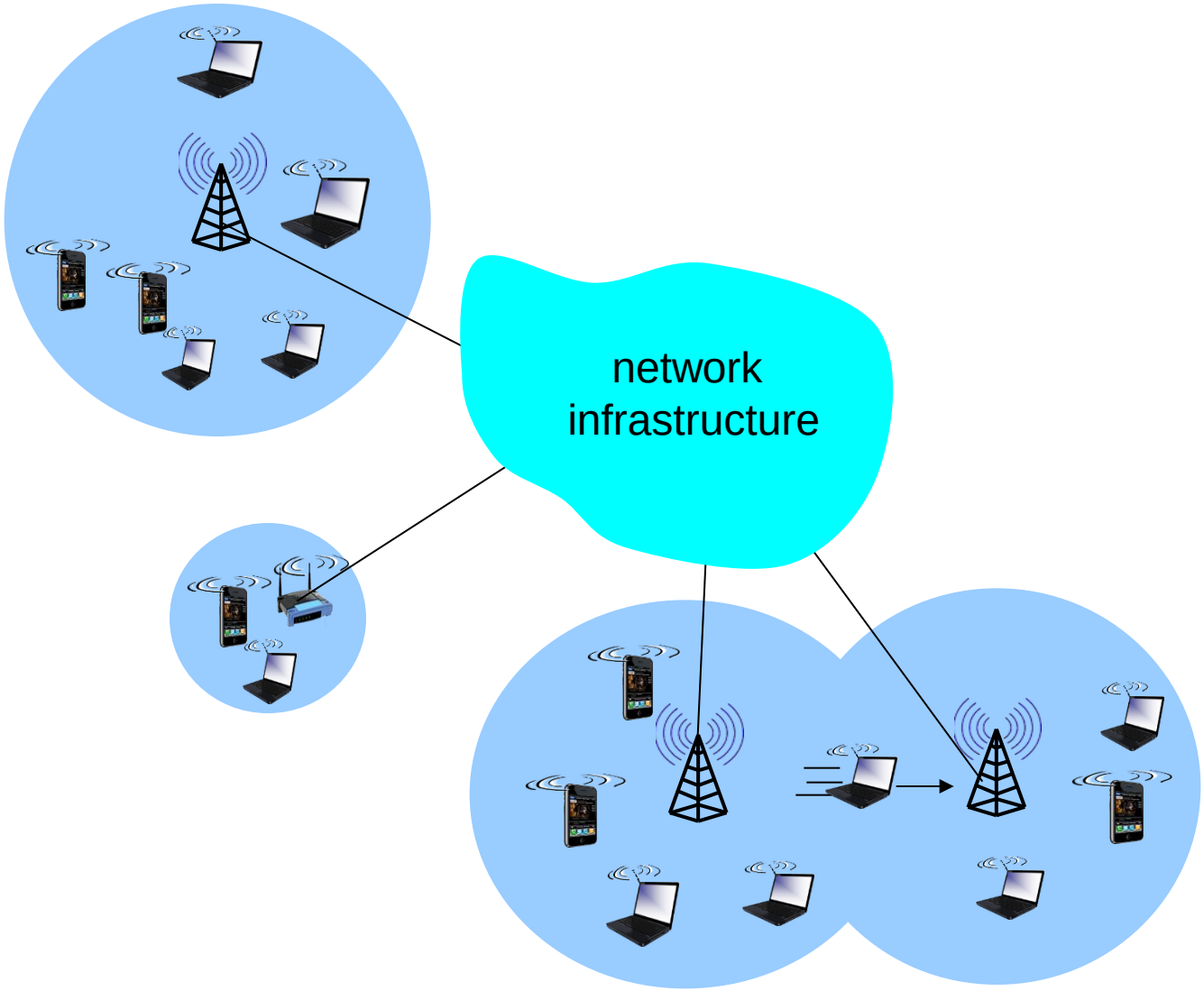
- **TCP is due on Friday**
- **Final Project is out (fun, two weeks)**

Wireless and Mobile Networks

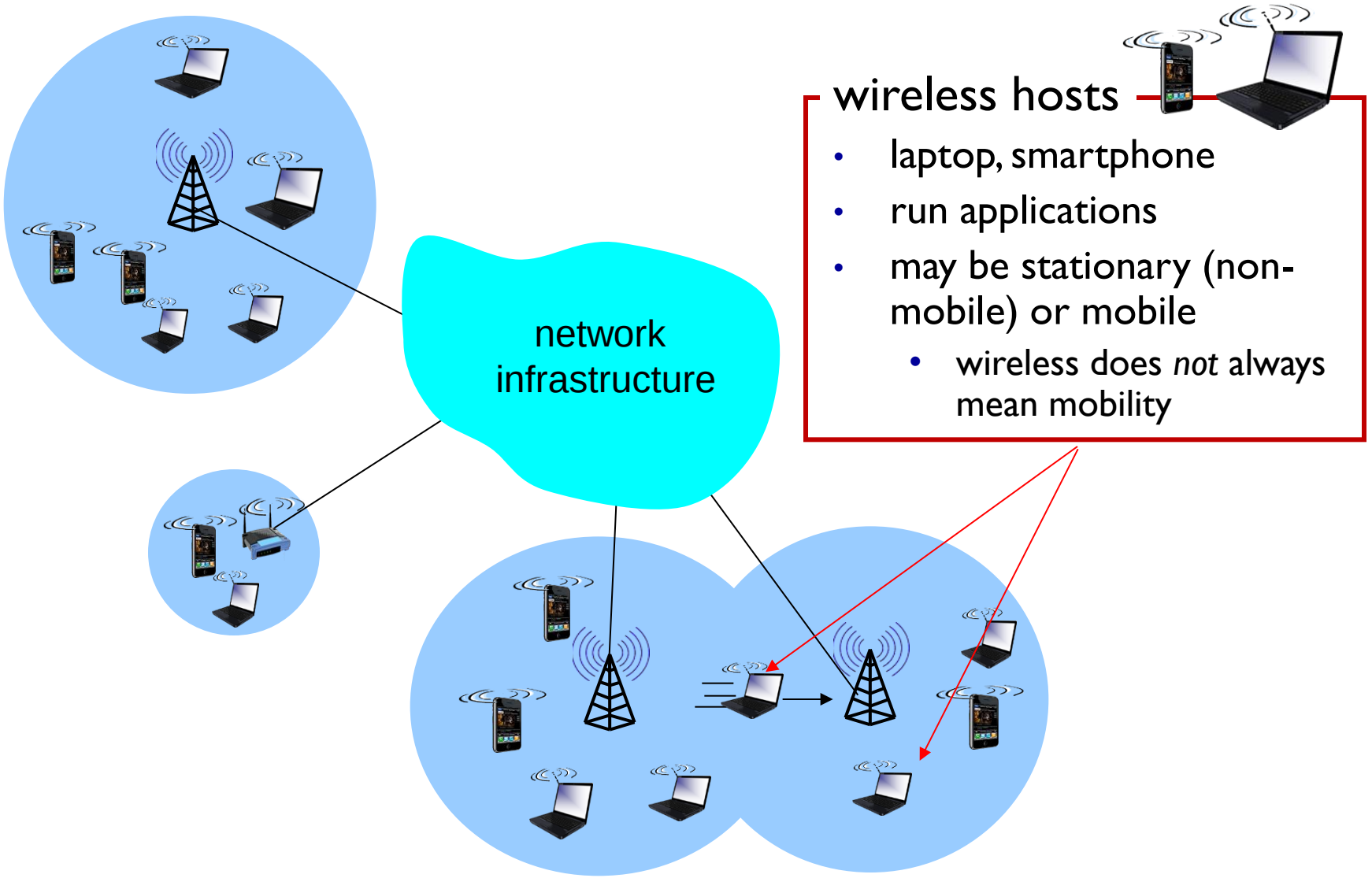
Background:

- **# wireless (mobile) phone subscribers now exceeds # wired phone subscribers (5-to-1)!**
- **# wireless Internet-connected devices equals # wireline Internet-connected devices**
  - laptops, Internet-enabled phones promise anytime untethered Internet access
- **two important (but different) challenges**
  - *wireless:* communication over wireless link
  - *mobility:* handling the mobile user who changes point of attachment to network

Elements of a wireless network



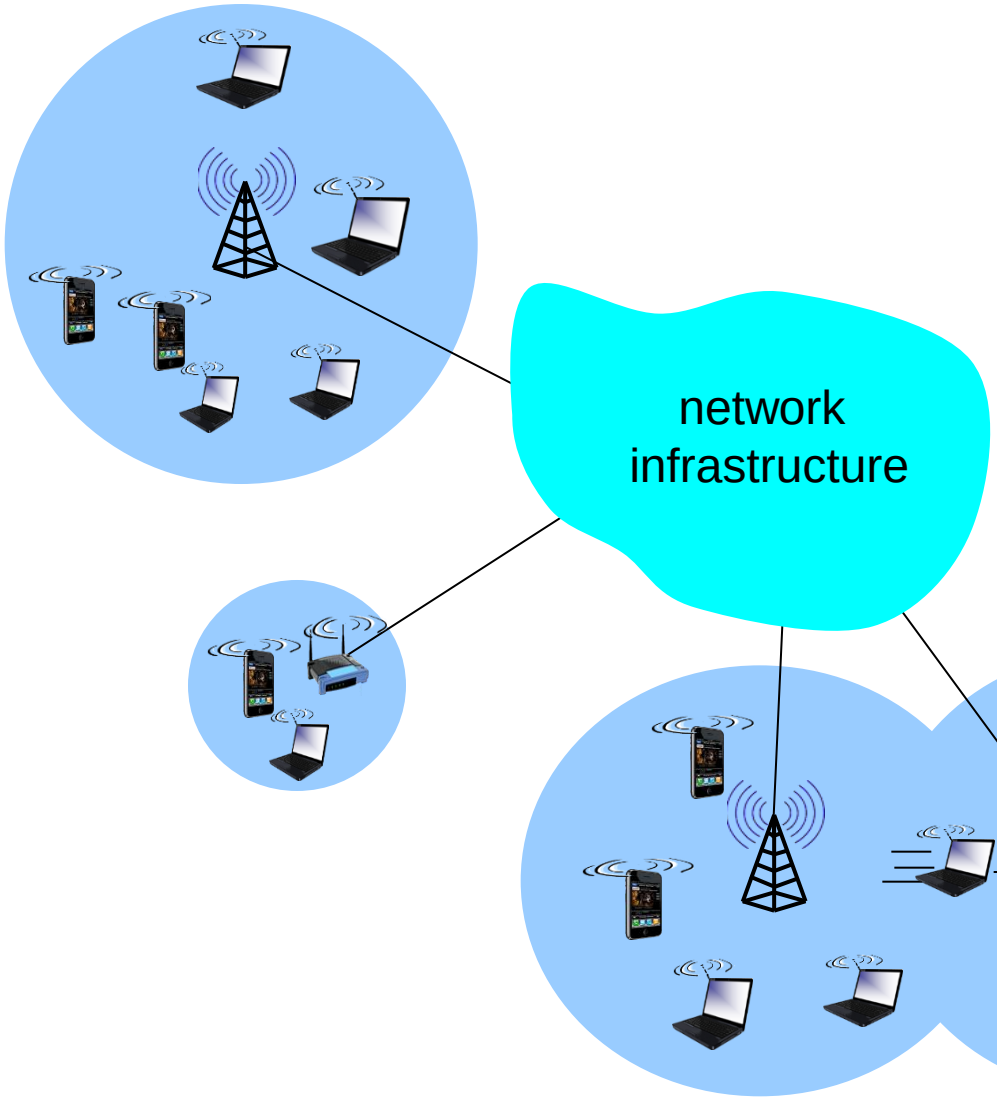
Elements of a wireless network



wireless hosts

- laptop, smartphone
- run applications
- may be stationary (non-mobile) or mobile
  - wireless does *not* always mean mobility

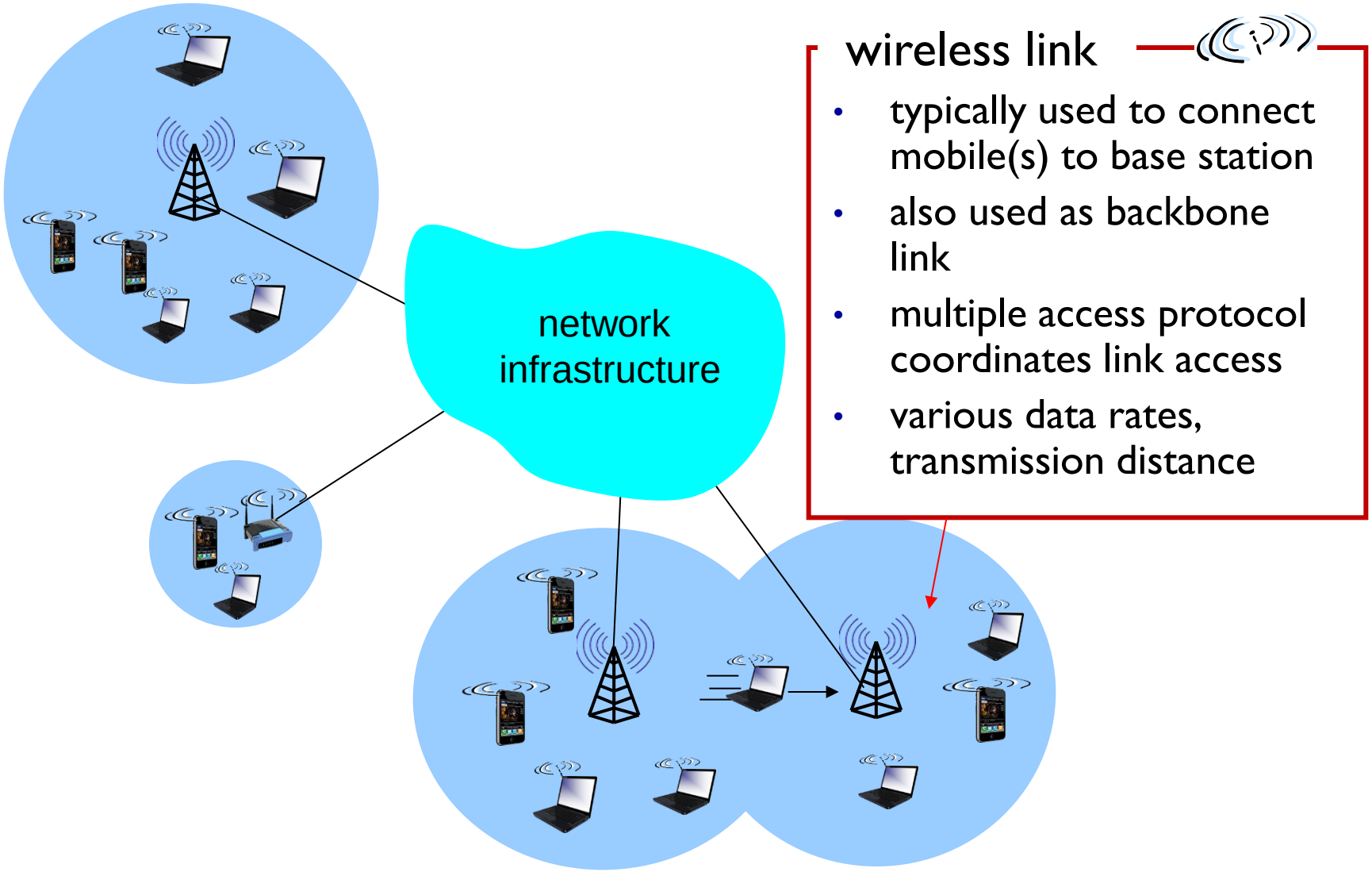
Elements of a wireless network



base station

- typically connected to wired network
- relay - responsible for sending packets between wired network and wireless host(s) in its "area"
  - e.g., cell towers, 802.11 access points

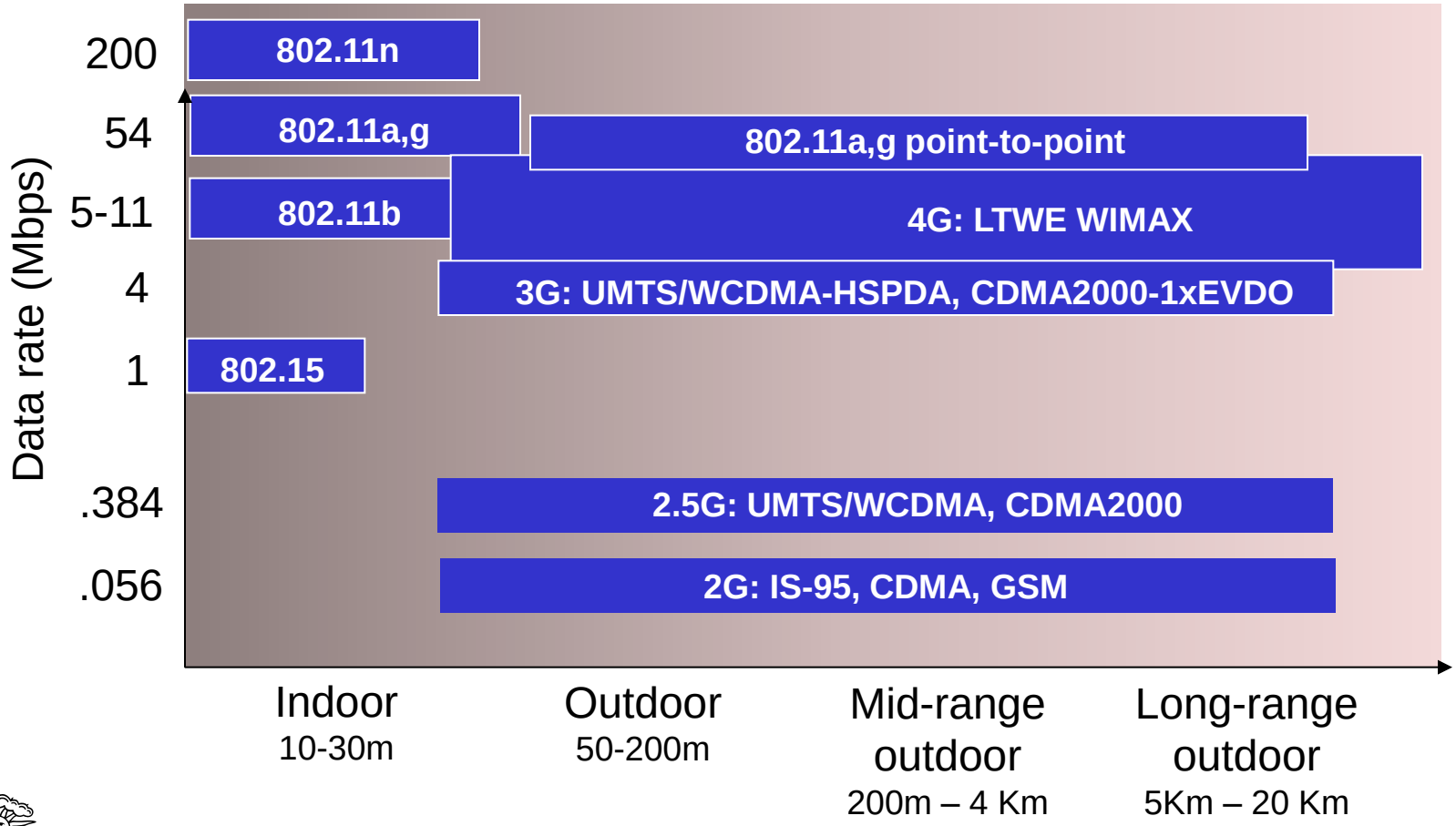
Elements of a wireless network



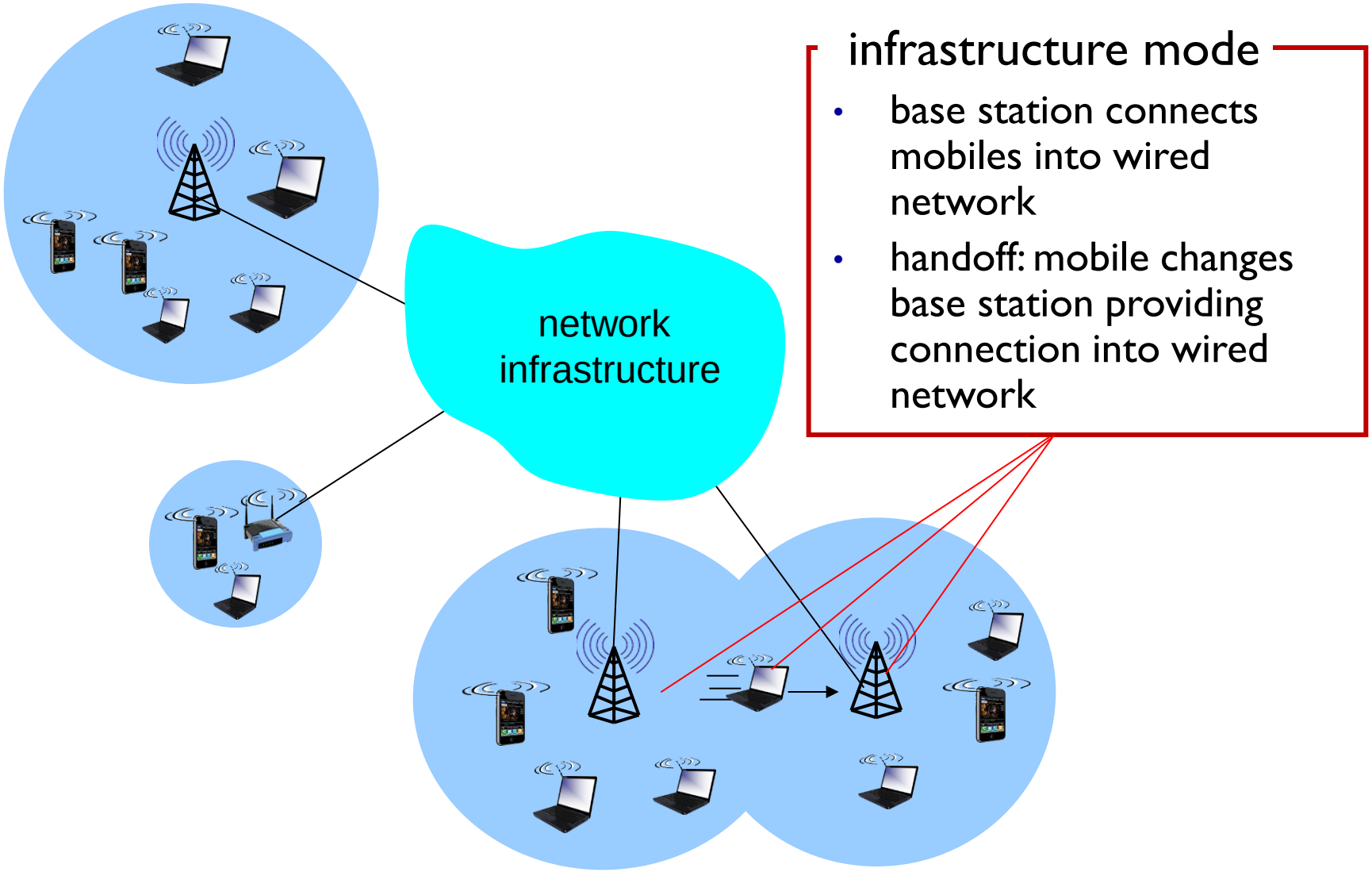
wireless link

- typically used to connect mobile(s) to base station
- also used as backbone link
- multiple access protocol coordinates link access
- various data rates, transmission distance

Characteristics of selected wireless links



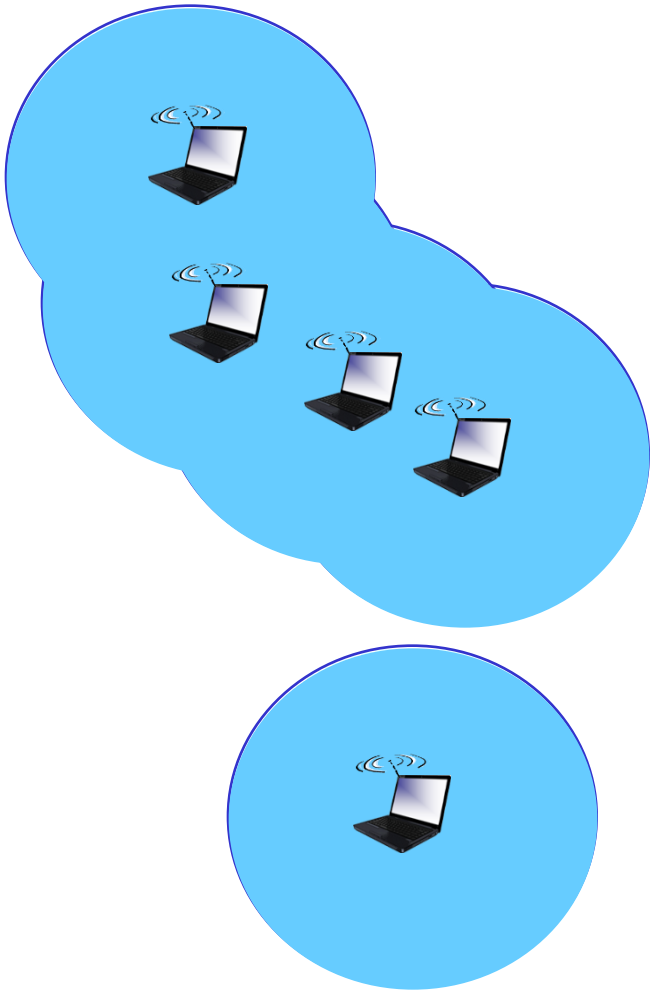
Elements of a wireless network



infrastructure mode

- base station connects mobiles into wired network
- handoff: mobile changes base station providing connection into wired network

Elements of a wireless network



ad hoc mode

- no base stations
- nodes can only transmit to other nodes within link coverage
- nodes organize themselves into a network: route among themselves

Wireless network taxonomy

	single hop	multiple hops
infrastructure (e.g., APs)	host connects to base station (WiFi, WiMAX, cellular) which connects to larger Internet	host may have to relay through several wireless nodes to connect to larger Internet: *mesh net*
no infrastructure	no base station, no connection to larger Internet (Bluetooth, ad hoc nets)	no base station, no connection to larger Internet. May have to relay to reach other a given wireless node MANET, VANET

Wireless Link Characteristics (1)

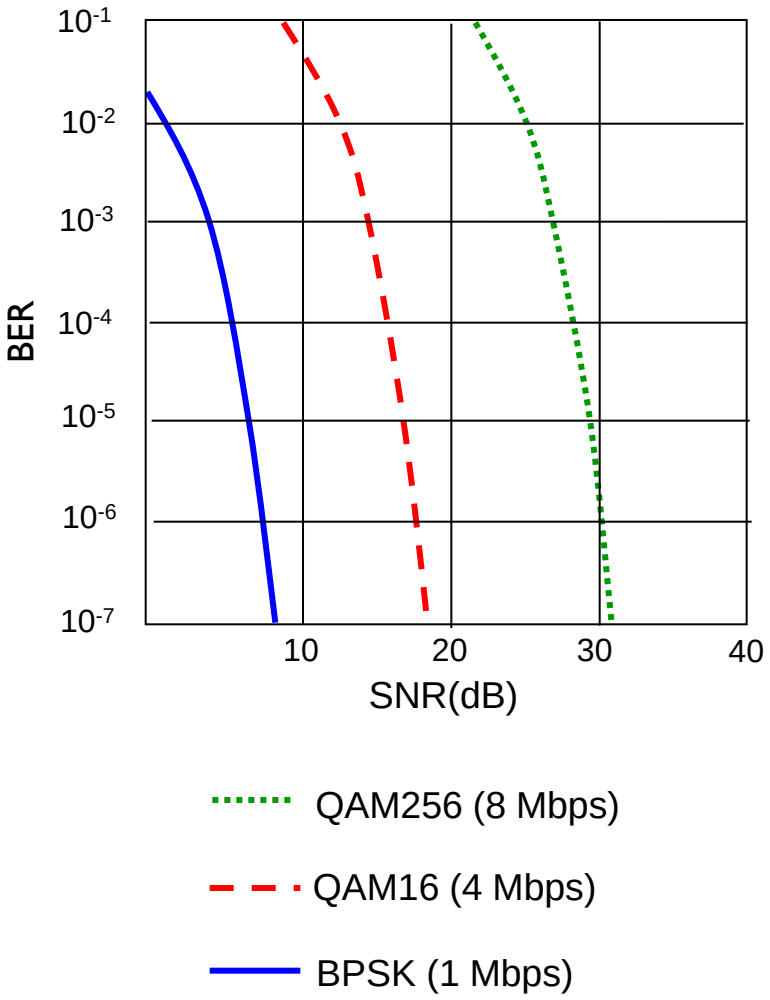
***important* differences from wired link ….**

- *decreased signal strength:* radio signal attenuates as it propagates through matter (path loss)
- *interference from other sources:* standardized wireless network frequencies (e.g., 2.4 GHz) shared by other devices (e.g., phone); devices (motors) interfere as well
- *multipath propagation:* radio signal reflects off objects ground, arriving ad destination at slightly different times

…. make communication across (even a point to point) wireless link much more "difficult"

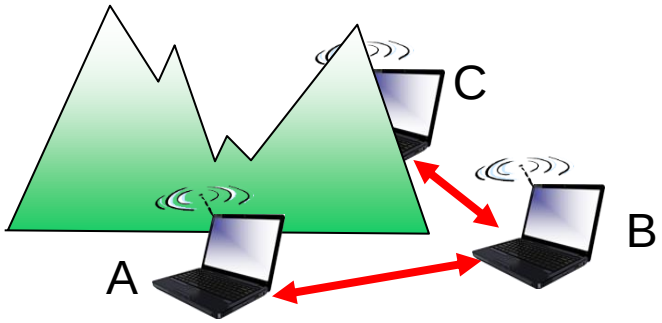
Wireless Link Characteristics (2)

- **SNR: signal-to-noise ratio**
  - larger SNR – easier to extract signal from noise (a "good thing")
- ***SNR versus BER tradeoffs***
  - *given physical layer:* increase power -> increase SNR->decrease BER
  - *given SNR:* choose physical layer that meets BER requirement, giving highest thruput
    - SNR may change with mobility: dynamically adapt physical layer (modulation technique, rate)



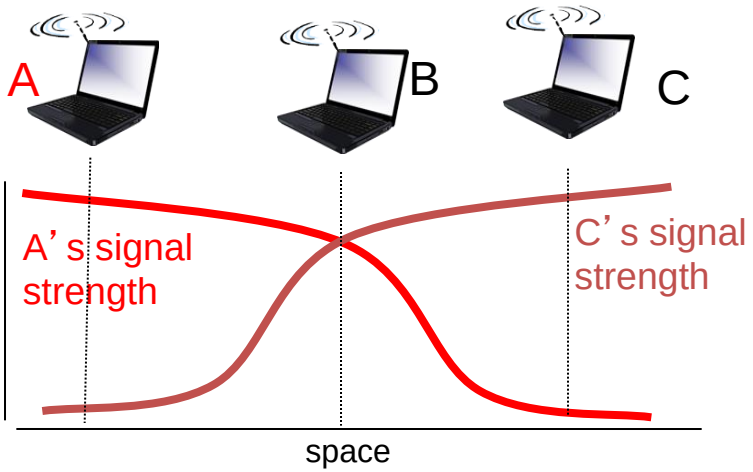
Wireless network characteristics

Multiple wireless senders and receivers create additional problems (beyond multiple access):



Hidden terminal problem

- B, A hear each other
- B, C hear each other
- A, C can not hear each other means A, C unaware of their interference at B



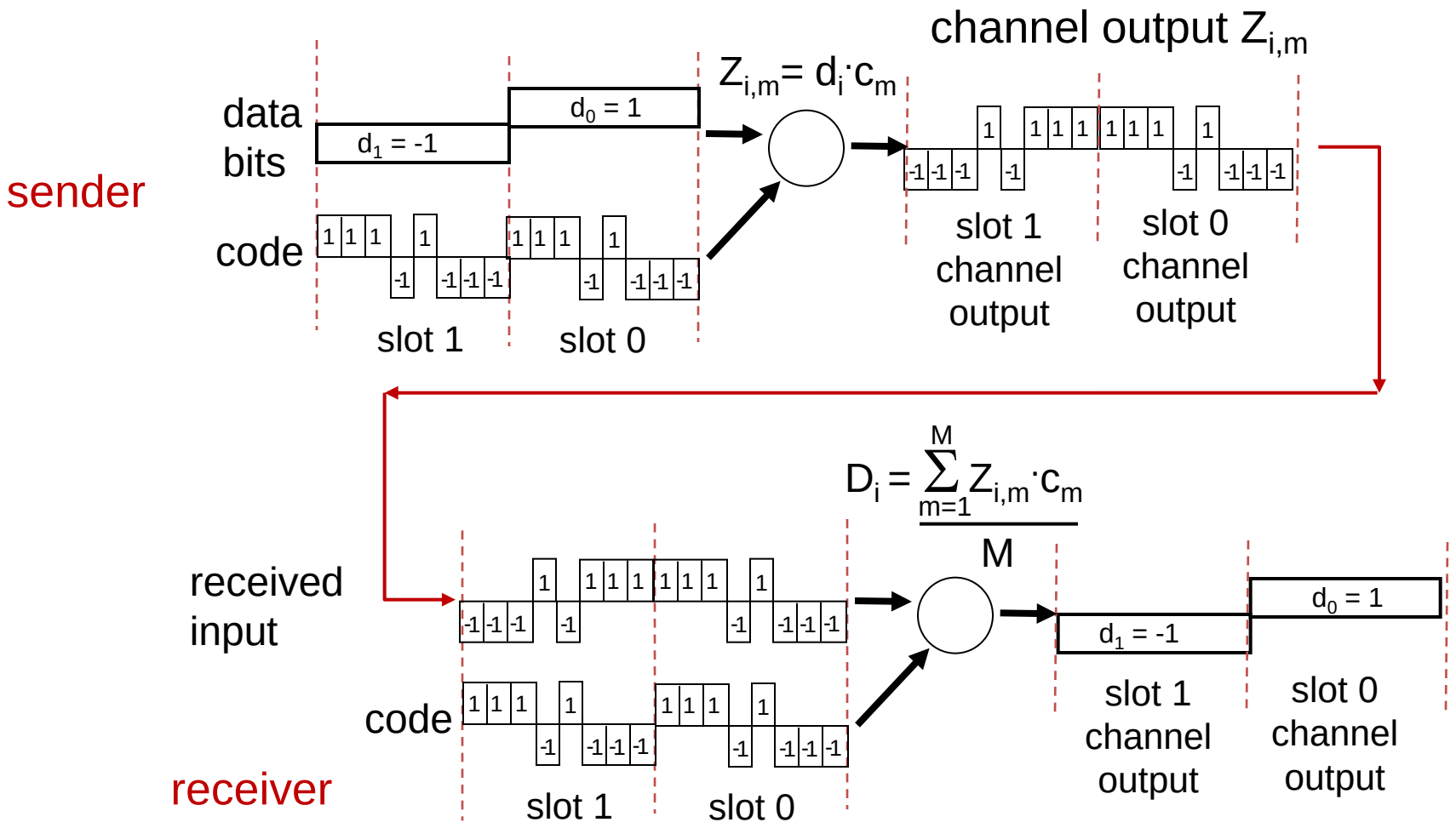
Signal attenuation:

- B, A hear each other
- B, C hear each other
- A, C can not hear each other interfering at B

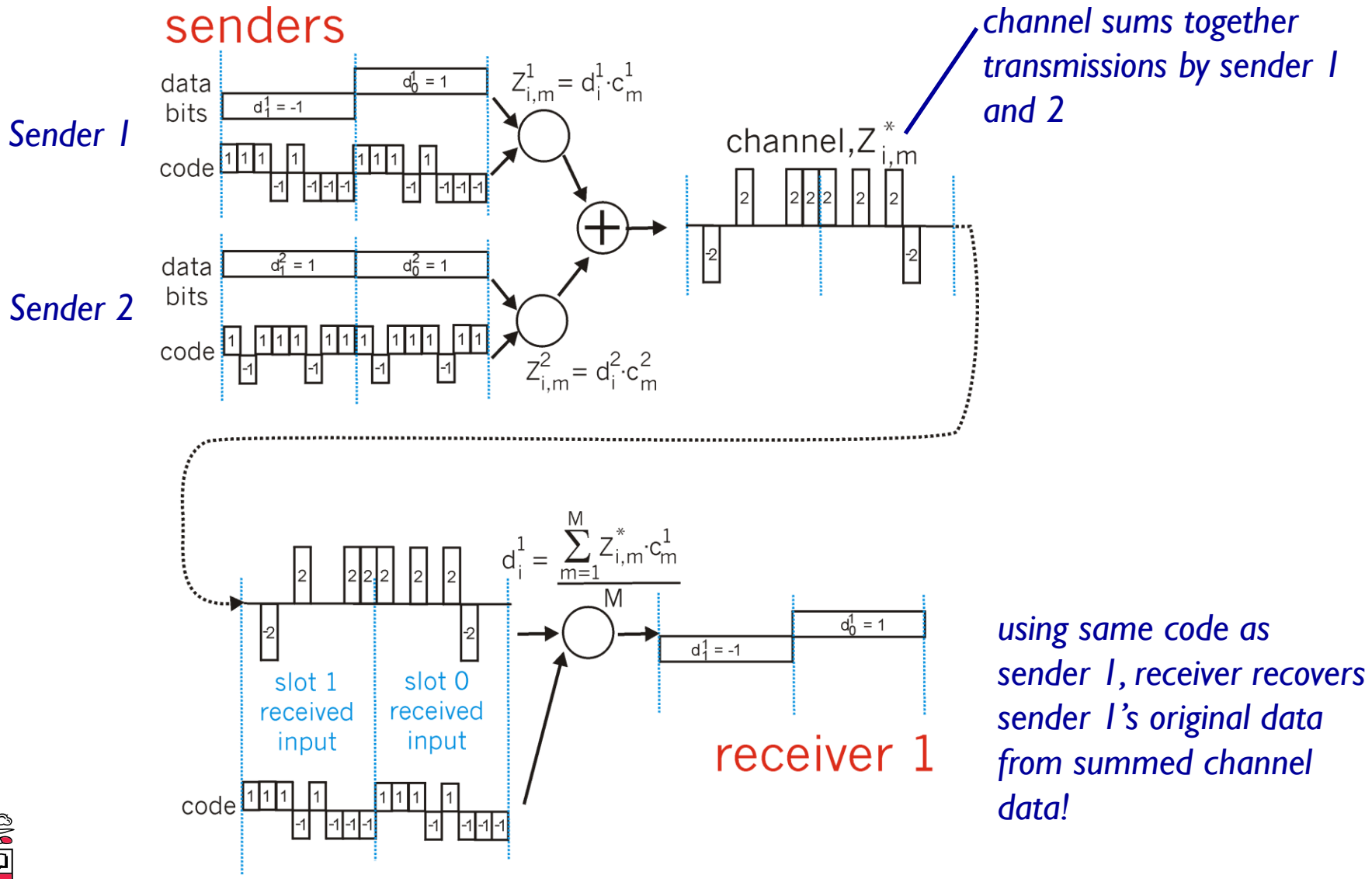
Code Division Multiple Access (CDMA)

- **unique "code" assigned to each user; i.e., code set partitioning**
  - all users share same frequency, but each user has own "chipping" sequence (i.e., code) to encode data
  - allows multiple users to "coexist" and transmit simultaneously with minimal interference (if codes are "orthogonal")
- ***encoded signal*** **= (original data) X (chipping sequence)**
- ***decoding:*** **inner-product of encoded signal and chipping sequence**

CDMA encode/decode



CDMA: two-sender interference



IEEE 802.11 Wireless LAN

802.11b

- **2.4-5 GHz unlicensed spectrum**
- **up to 11 Mbps**
- **direct sequence spread spectrum (DSSS) in physical layer**
  - all hosts use same chipping code

802.11a

- 5-6 GHz range
- up to 54 Mbps

802.11g

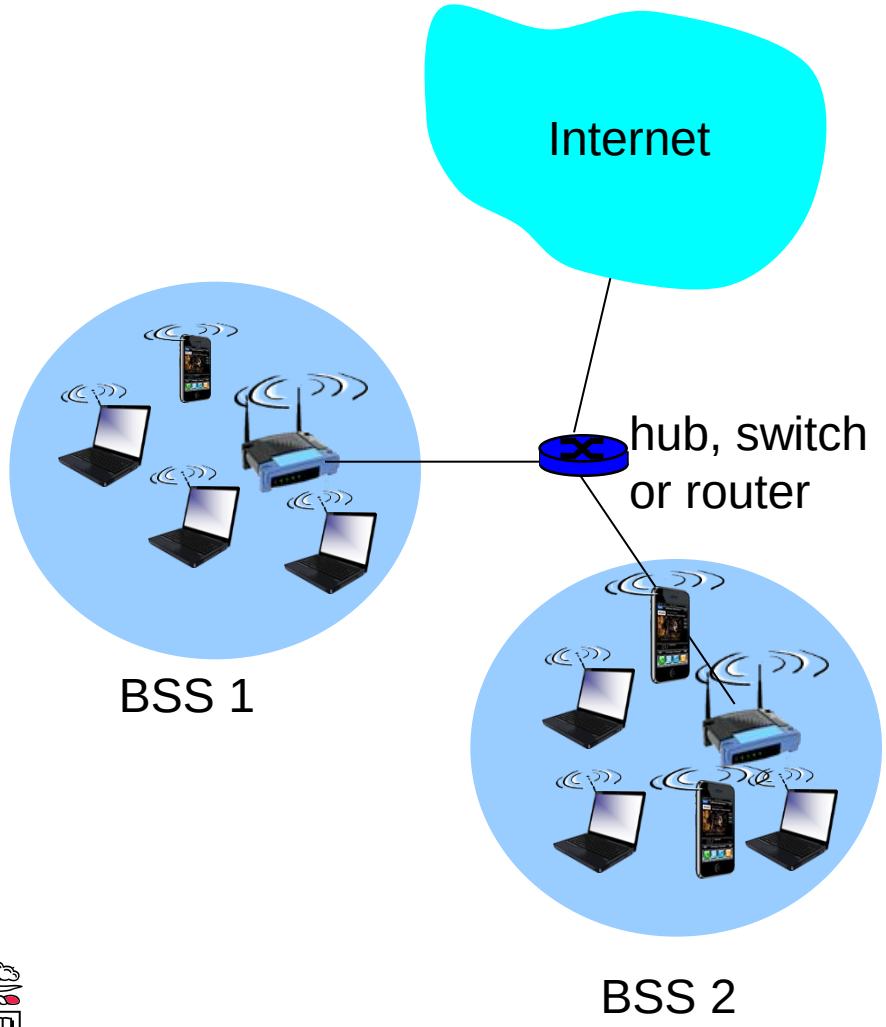
- 2.4-5 GHz range
- up to 54 Mbps

802.11n: multiple antennae

- 2.4-5 GHz range
- up to 200 Mbps

- all use CSMA/CA for multiple access
- all have base-station and ad-hoc network versions

802.11 LAN architecture

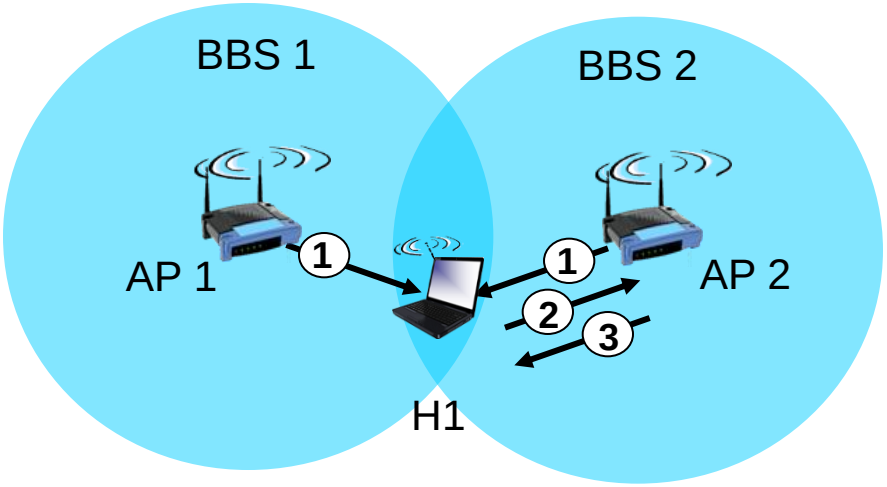


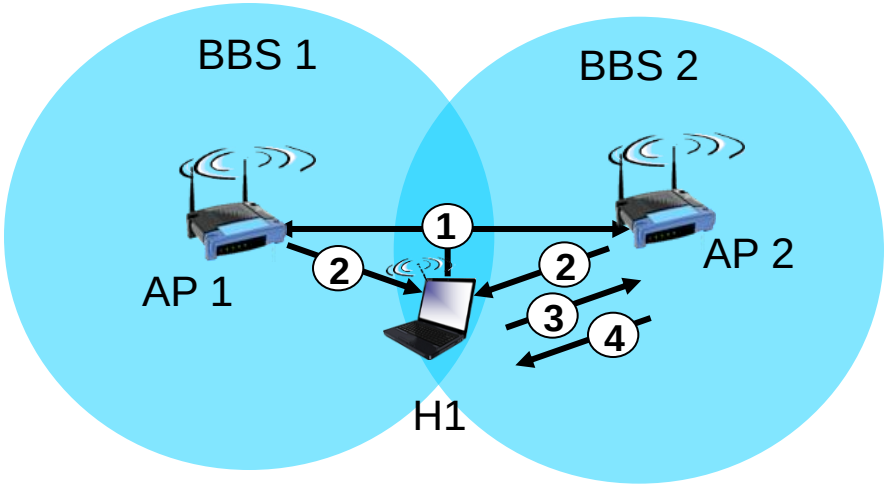
- wireless host communicates with base station
  - base station = access point (AP)
- Basic Service Set (BSS) (aka "cell") in infrastructure mode contains:
  - wireless hosts
  - access point (AP): base station
  - ad hoc mode: hosts only

802.11: Channels, association

- **802.11b: 2.4GHz-2.485GHz spectrum divided into 11 channels at different frequencies**
  - AP admin chooses frequency for AP
  - interference possible: channel can be same as that chosen by neighboring AP!
- **host: must *associate* with an AP**
  - scans channels, listening for *beacon frames* containing AP's name (SSID) and MAC address
  - selects AP to associate with
  - may perform authentication [Chapter 8]
  - will typically run DHCP to get IP address in AP's subnet

802.11: passive/active scanning





passive scanning:

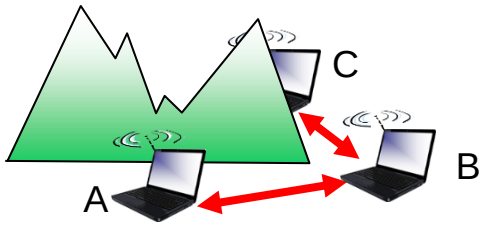
(1) beacon frames sent from APs
(2) association Request frame sent: H1 to selected AP
(3) association Response frame sent from selected AP to H1

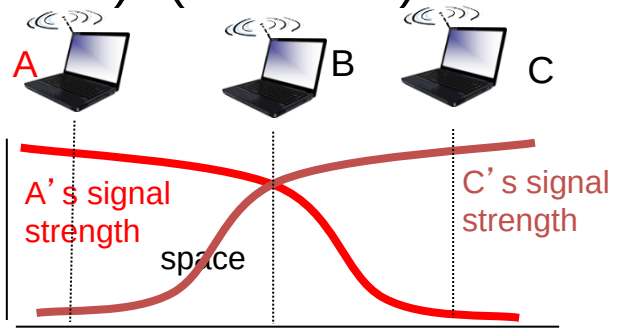
active scanning:

(1) Probe Request frame broadcast from H1
(2) Probe Response frames sent from APs
(3) Association Request frame sent: H1 to selected AP
(4) Association Response frame sent from selected AP to H1

IEEE 802.11: multiple access

- **avoid collisions: 2^+ nodes transmitting at same time**
- **802.11: CSMA - sense before transmitting**
  - don't collide with ongoing transmission by other node
- **802.11: *no* collision detection!**
  - difficult to receive (sense collisions) when transmitting due to weak received signals (fading)
  - can't sense all collisions in any case: hidden terminal, fading
  - goal: *avoid collisions:* CSMA/C(ollision)A(voidance)





IEEE 802.11 MAC Protocol: CSMA/CA

802.11 sender

1 if sense channel idle for DIFS then

transmit entire frame (no CD)

2 if sense channel busy then

start random backoff time

timer counts down while channel idle

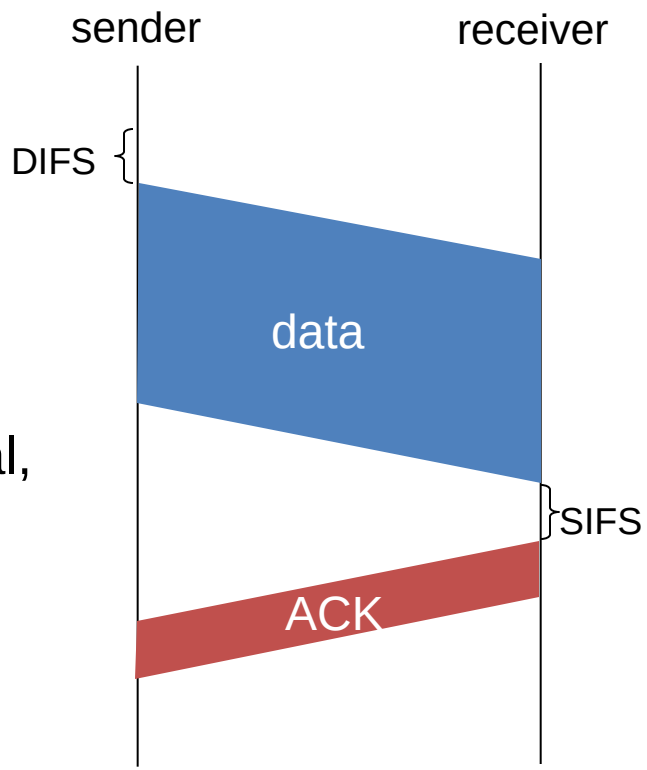
transmit when timer expires

if no ACK, increase random backoff interval, repeat 2

802.11 receiver

- if frame received OK

return ACK after SIFS (ACK needed due to hidden terminal problem)



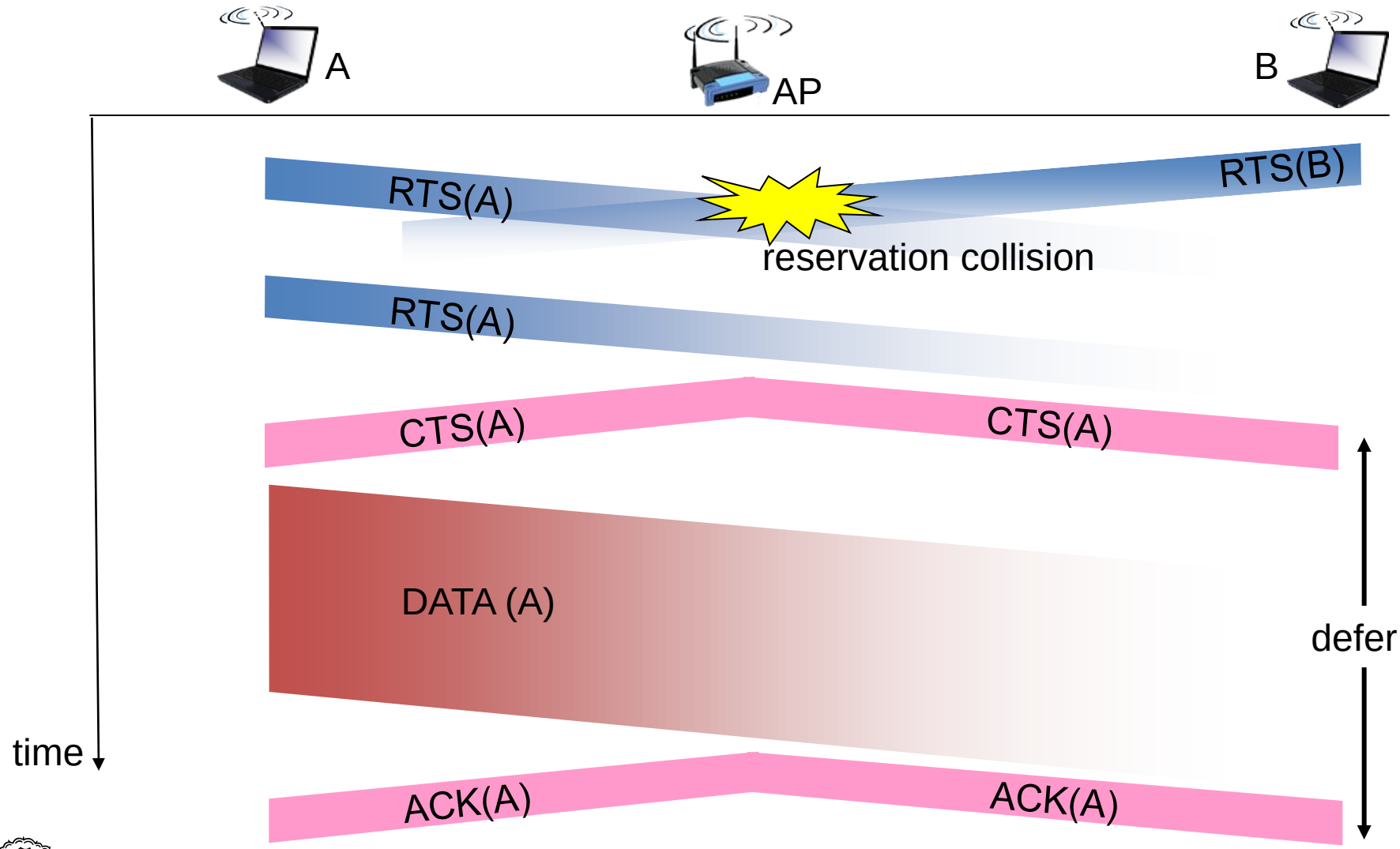
Avoiding collisions (more)

idea: **allow sender to "reserve" channel rather than random access of data frames: avoid collisions of long data frames**

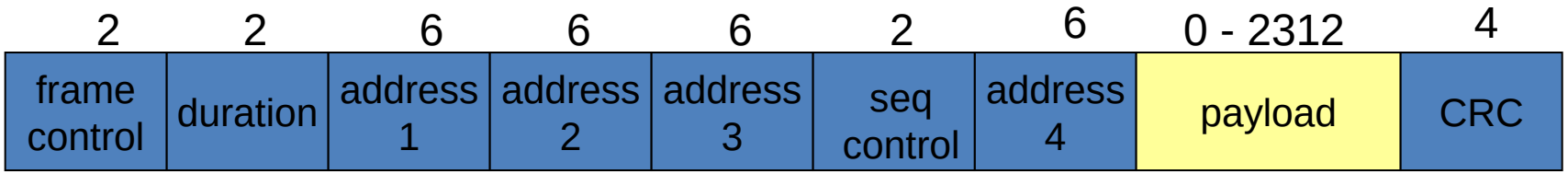
- **sender first transmits *small* request-to-send (RTS) packets to BS using CSMA**
  - RTSs may still collide with each other (but they're short)
- **BS broadcasts clear-to-send CTS in response to RTS**
- **CTS heard by all nodes**
  - sender transmits data frame
  - other stations defer transmissions

avoid data frame collisions completely using small reservation packets!

Collision Avoidance: RTS-CTS exchange



802.11 frame: addressing



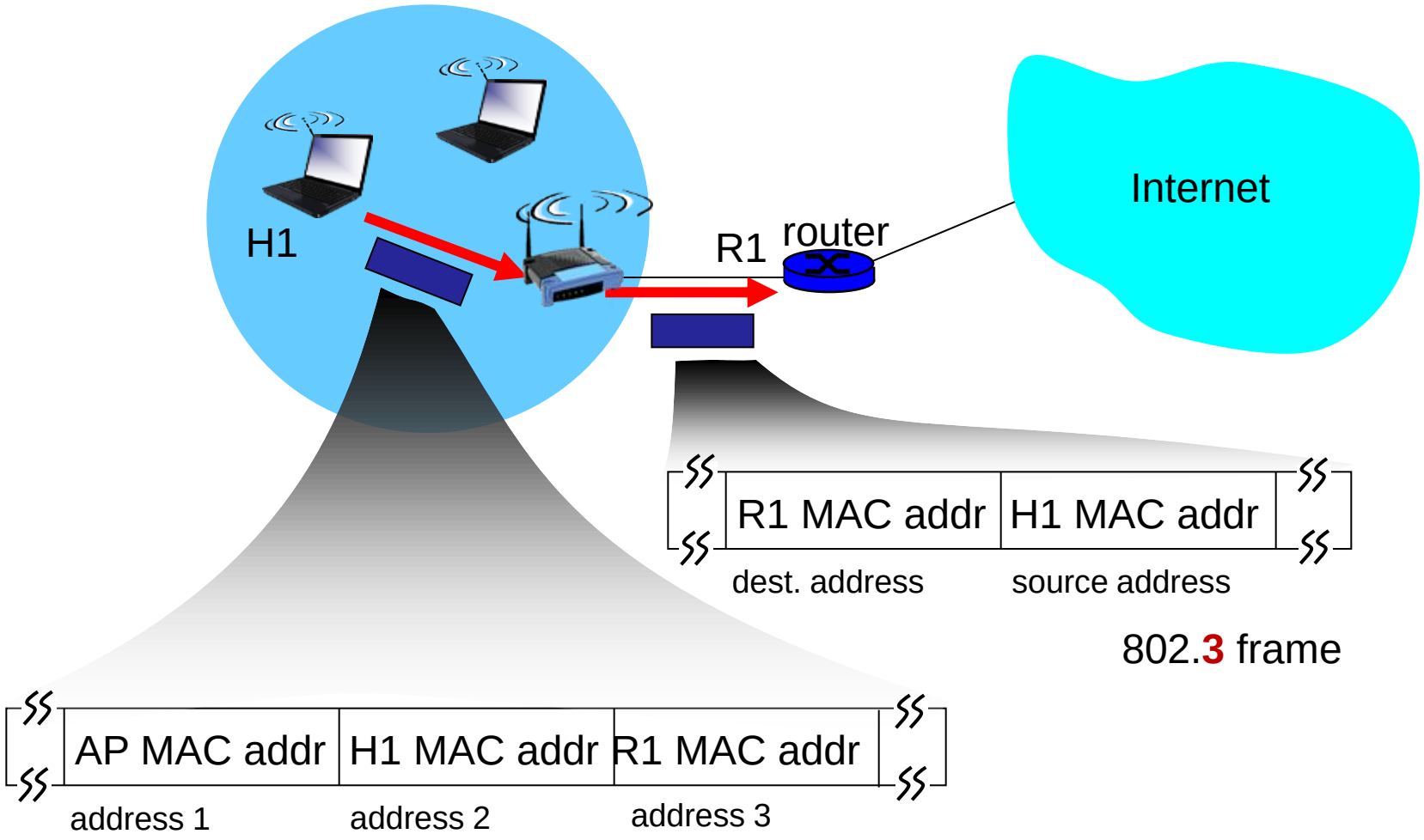
Address 1: MAC address of wireless host or AP to receive this frame

Address 2: MAC address of wireless host or AP transmitting this frame

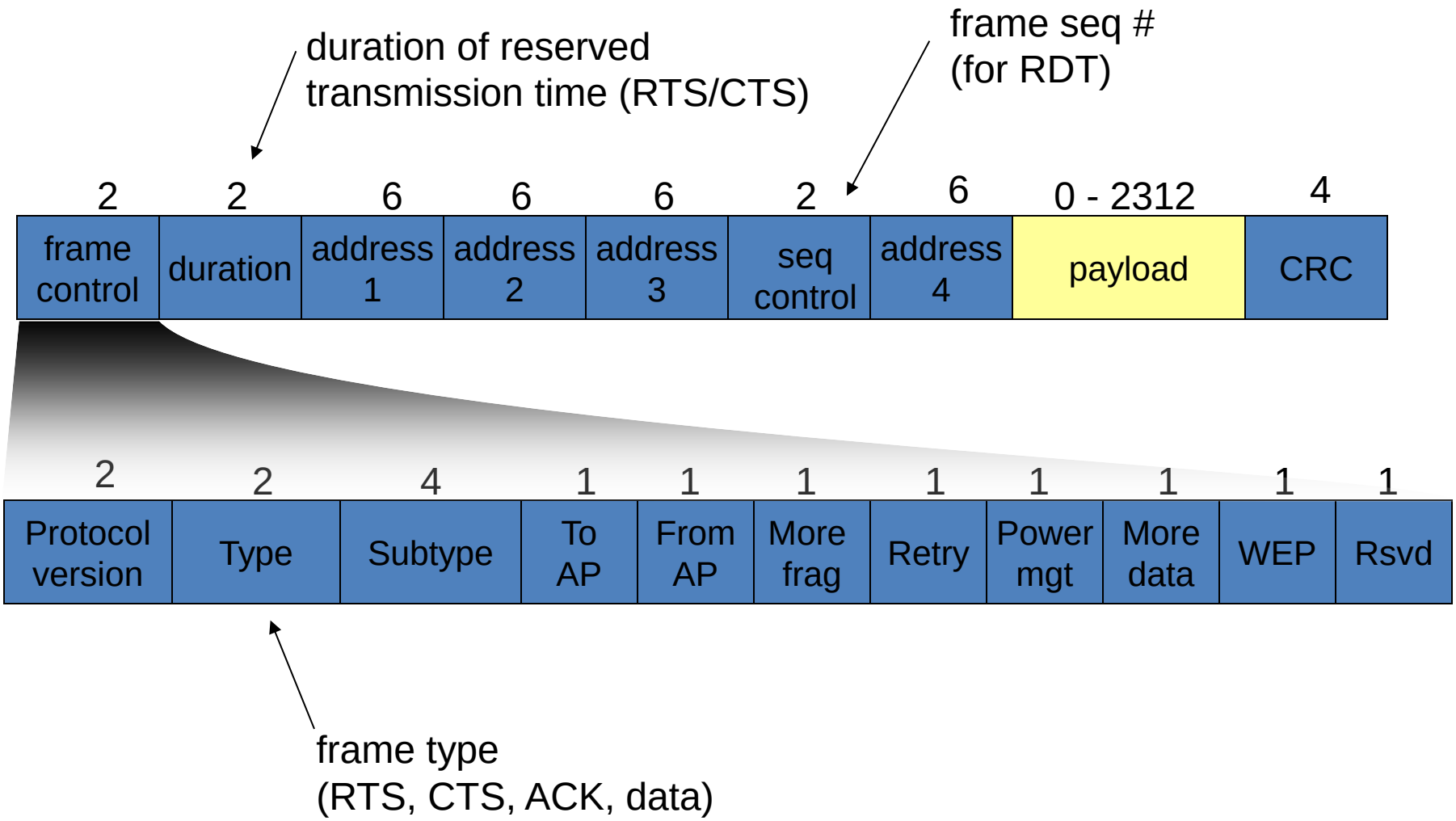
Address 3: MAC address of router interface to which AP is attached

Address 4: used only in ad hoc mode

802.11 frame: addressing

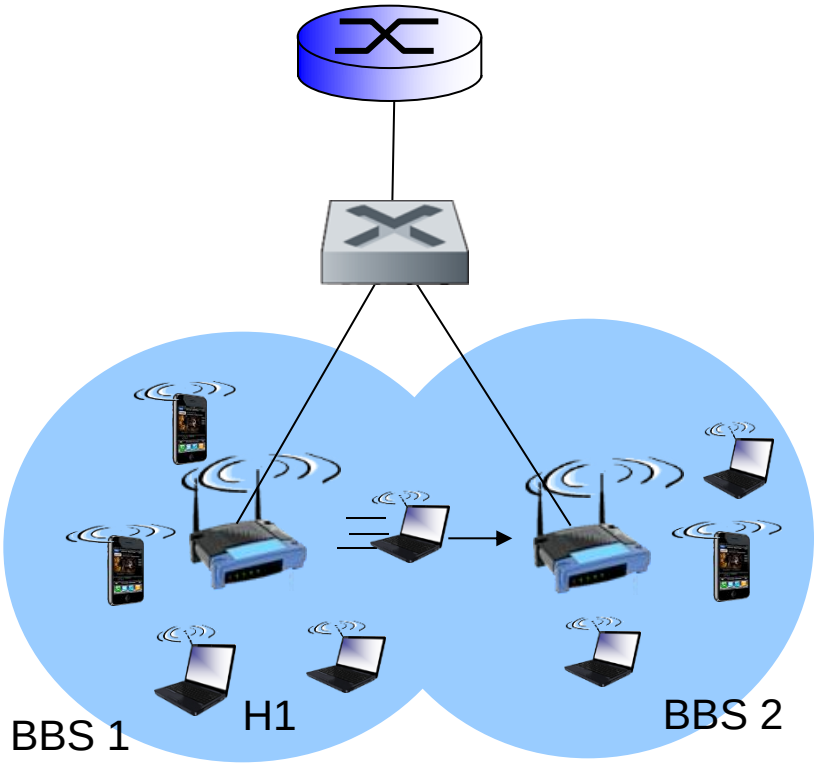


802.11 frame: more



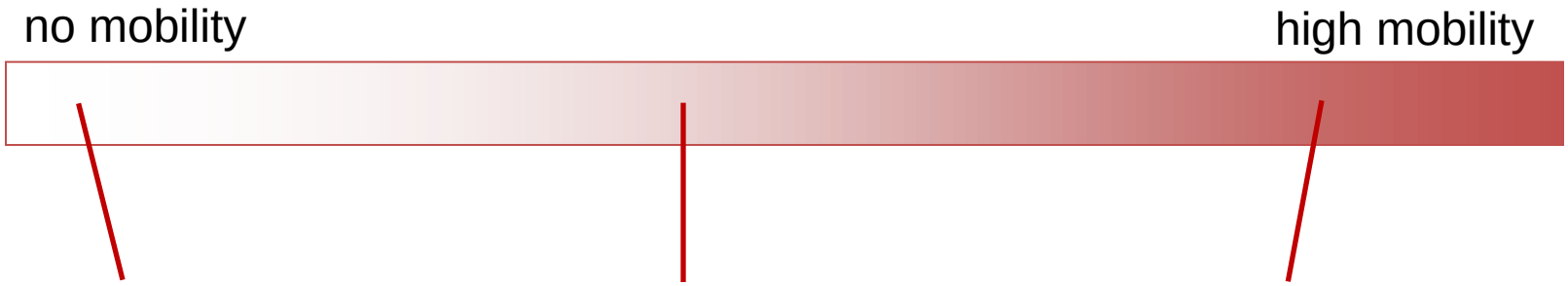
802.11: mobility within same subnet

- **H1 remains in same IP subnet: IP address can remain same**
- **switch: which AP is associated with H1?**
  - self-learning (Ch. 5): switch will see frame from H1 and "remember" which switch port can be used to reach H1



What is mobility?

❖ **spectrum of mobility, from the *network* perspective:**



mobile wireless user, using same access point

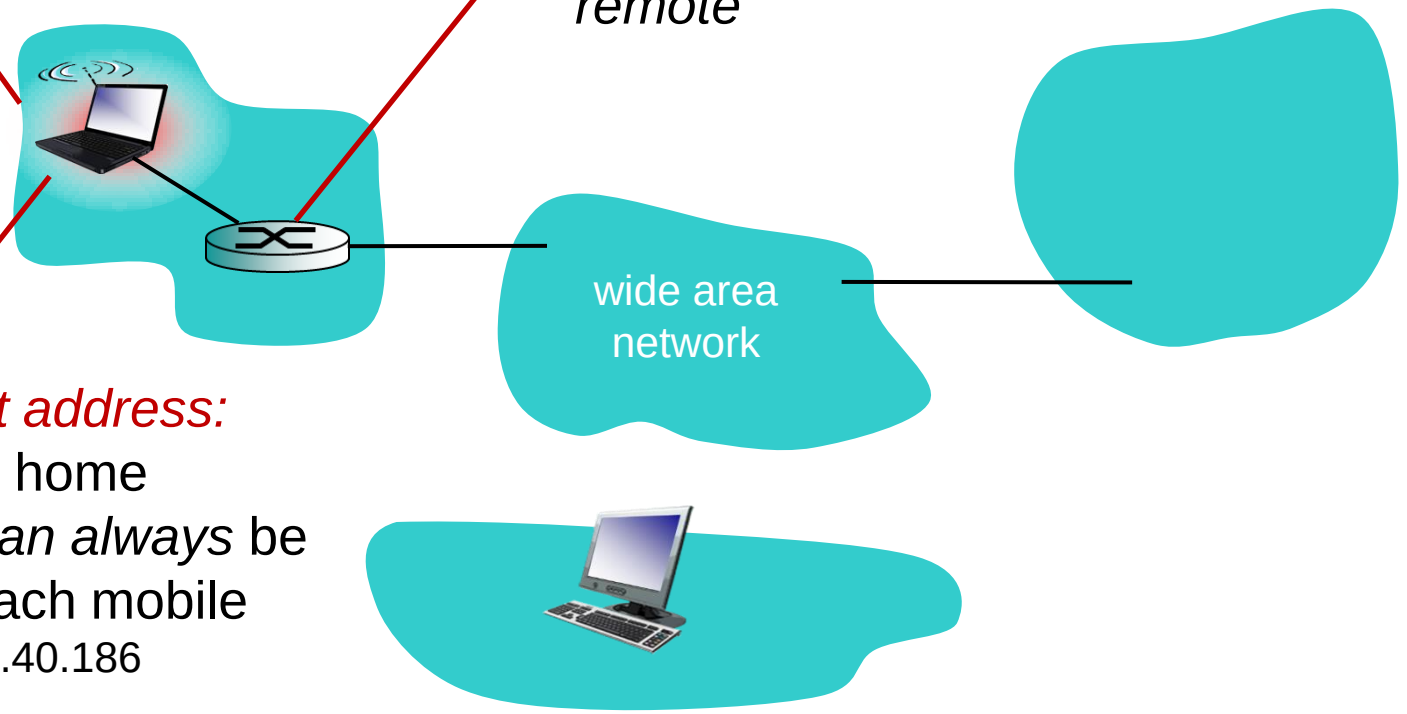
mobile user, connecting/ disconnecting from network using DHCP.

mobile user, passing through multiple access point while maintaining ongoing connections (like cell phone)

Mobility: vocabulary

home network: permanent "home" of mobile
(e.g., 128.119.40/24)

home agent: entity that will perform mobility functions on behalf of mobile, when mobile is remote



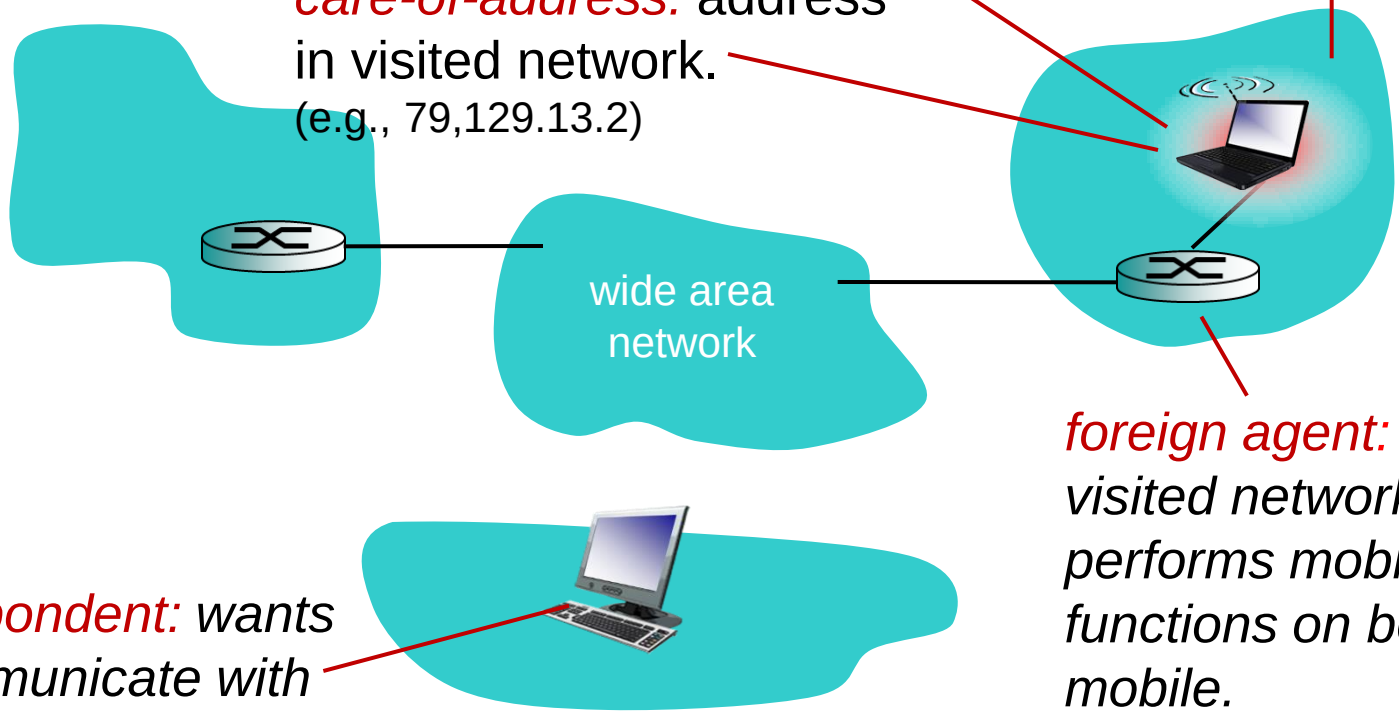
permanent address: address in home network, *can always* be used to reach mobile
e.g., 128.119.40.186

Mobility: more vocabulary

permanent address: remains constant (e.g., 128.119.40.186)

visited network: network in which mobile currently resides (e.g., 79.129.13/24)

care-of-address: address in visited network. (e.g., 79,129.13.2)



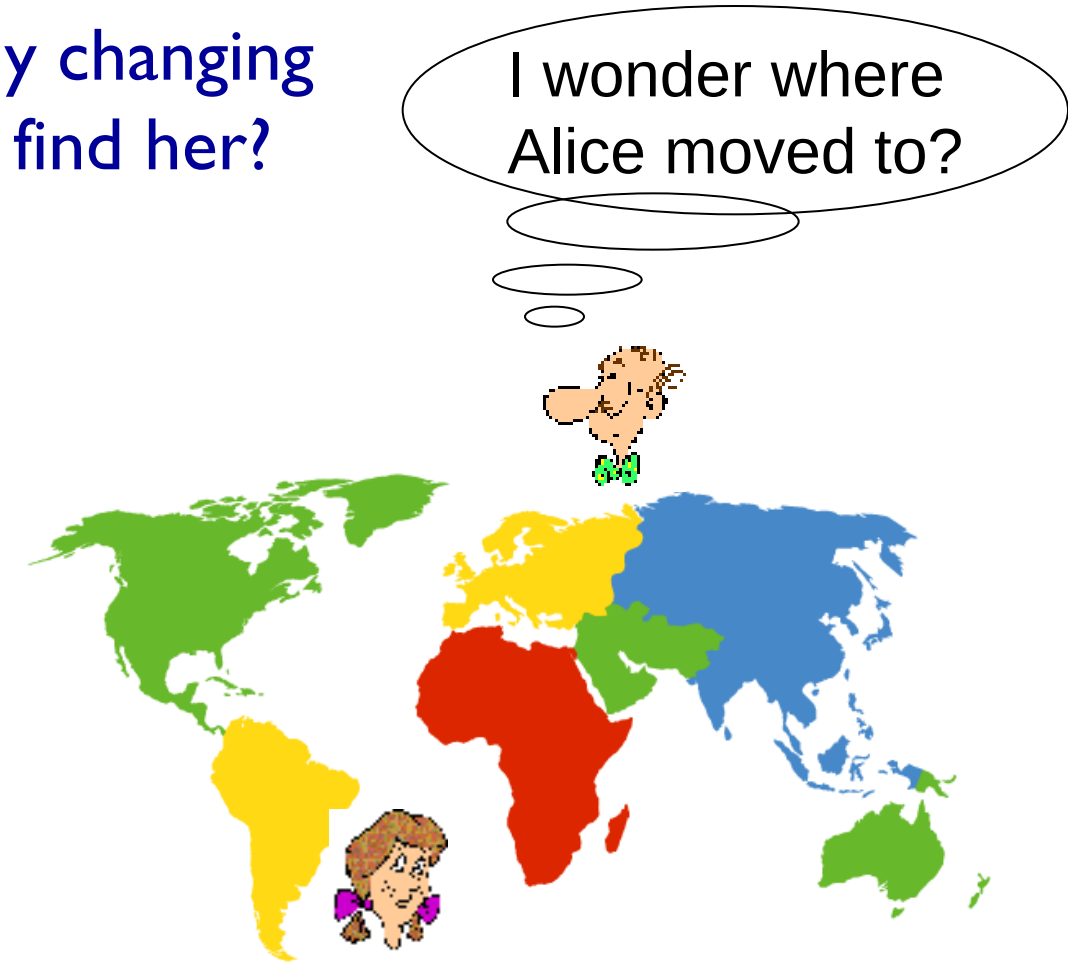
foreign agent: *entity in visited network that performs mobility functions on behalf of mobile.*

correspondent: *wants to communicate with mobile*

How do *you* contact a mobile friend:

Consider friend frequently changing addresses, how do you find her?

- **search all phone books?**
- **call her parents?**
- **expect her to let you know where he/she is?**



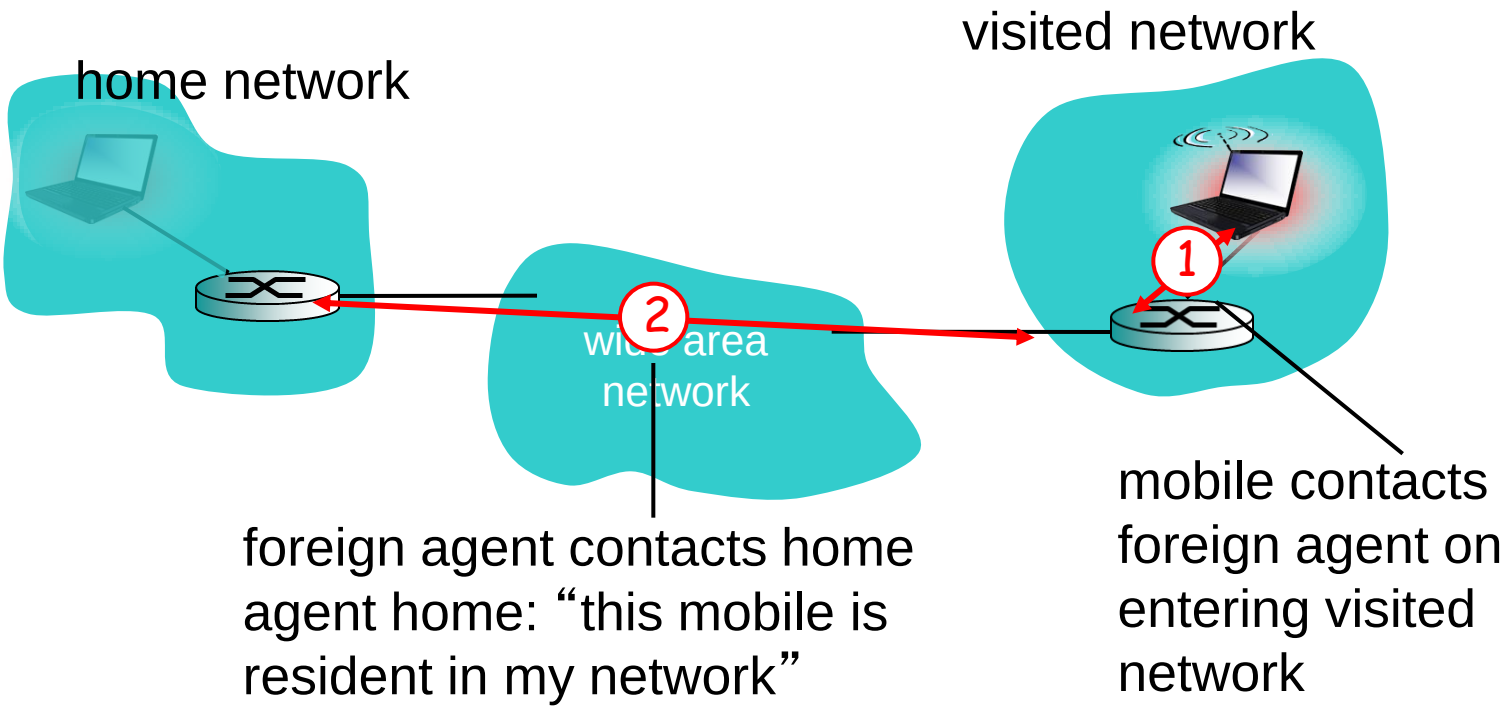
Mobility: approaches

- ***let routing handle it:*** **routers advertise permanent address of mobile-nodes-in-residence via usual routing table exchange.**
  - routing tables indicate where each mobile located
  - no changes to end-systems
- ***let end-systems handle it:***
  - *indirect routing:* communication from correspondent to mobile goes through home agent, then forwarded to remote
  - *direct routing:* correspondent gets foreign address of mobile, sends directly to mobile

Mobility: approaches

- ***let routing handle it:*** **routers advertise permanent address of mobile-in-residence via usual routing table exchange**
  - routing tables indicate where each mobile located
  - no changes to end-systems
- ***let end-systems handle it:***
  - *indirect routing:* communication from correspondent to mobile goes through home agent, then forwarded to remote
  - *direct routing:* correspondent gets foreign address of mobile, sends directly to mobile

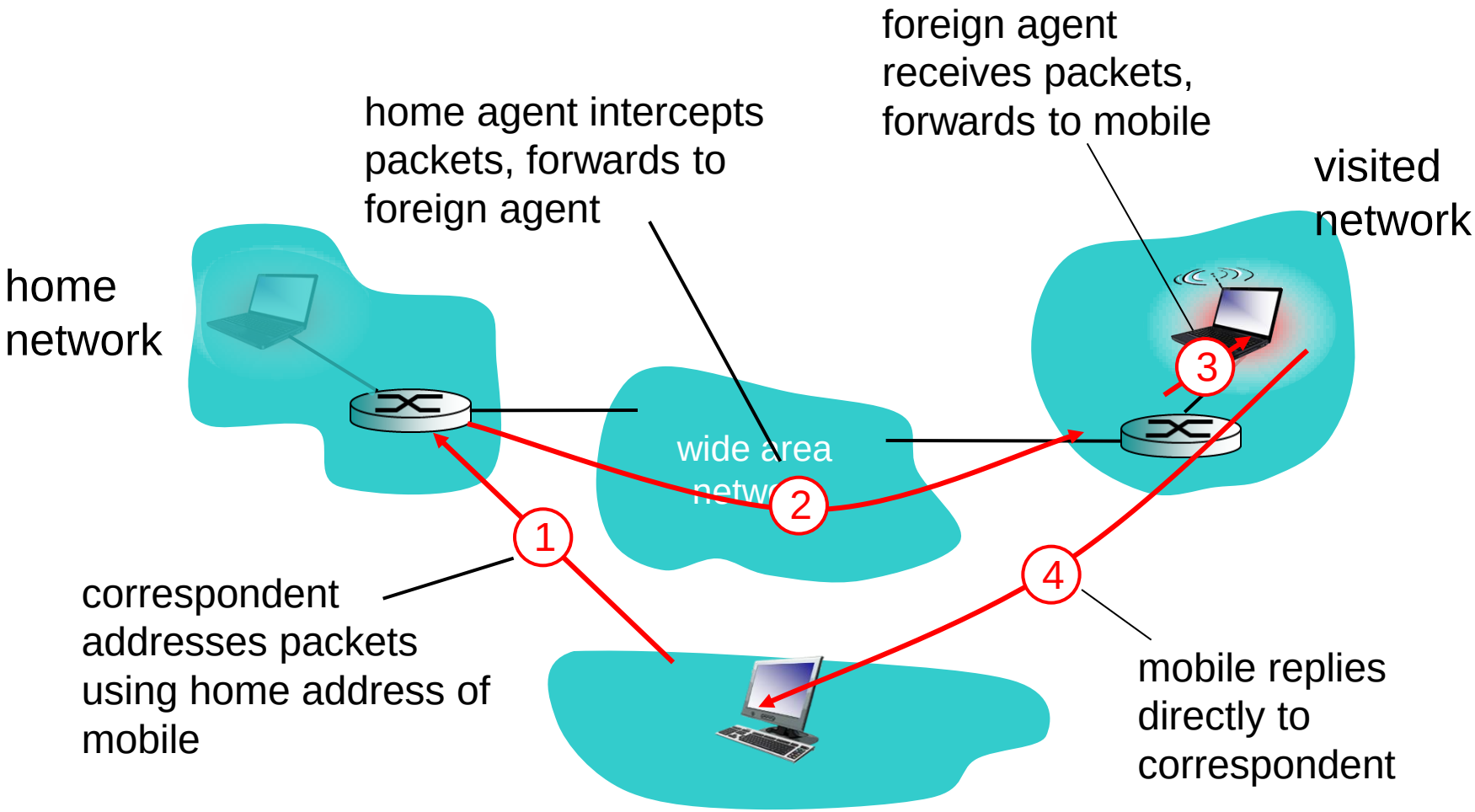
Mobility: registration



end result:

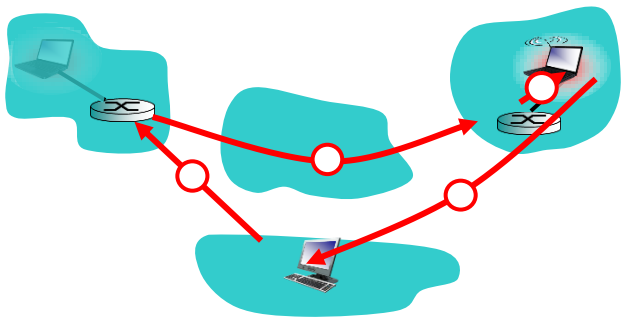
- **foreign agent knows about mobile**
- **home agent knows location of mobile**

Mobility via indirect routing



Indirect Routing: comments

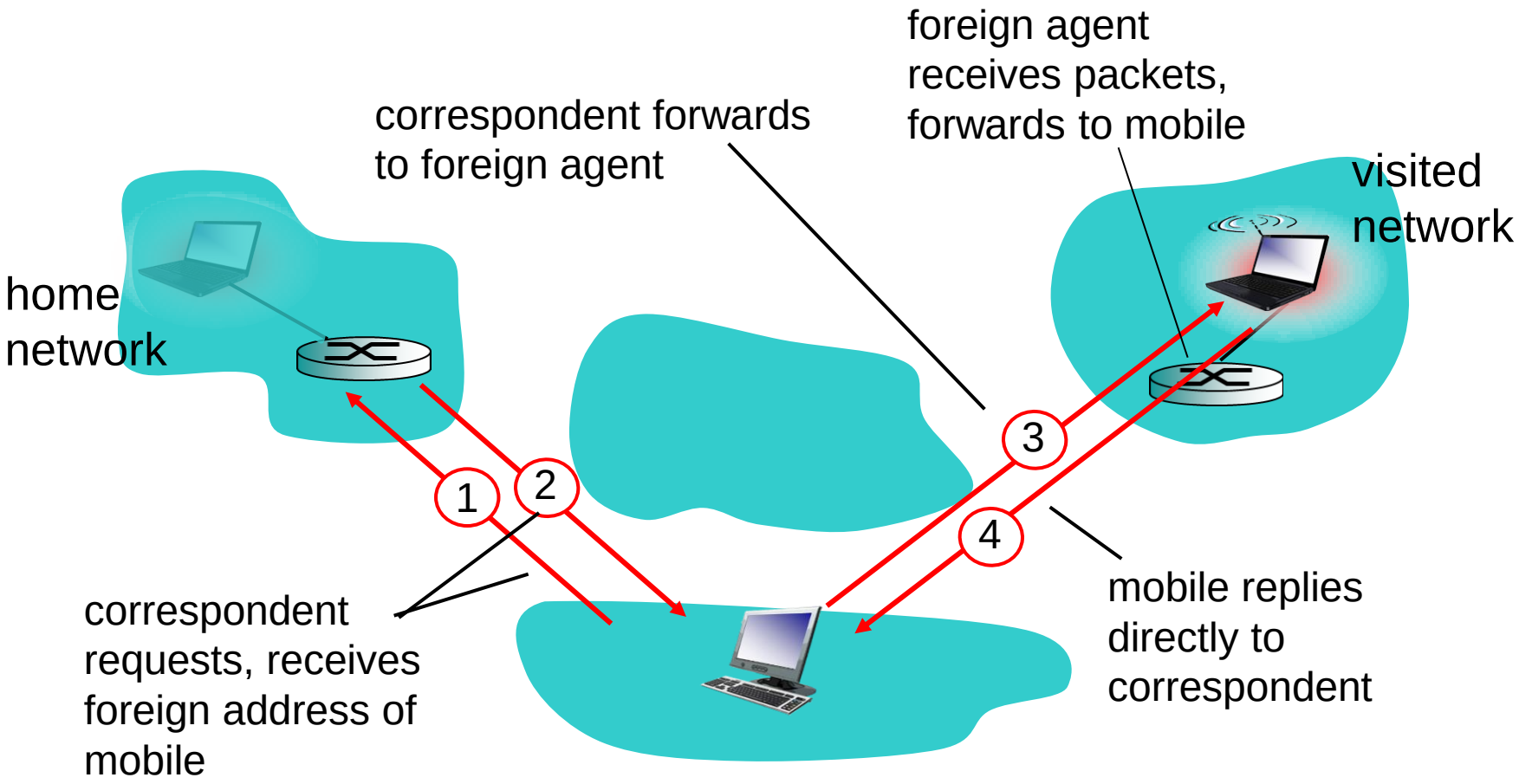
- **mobile uses two addresses:**
  - permanent address: used by correspondent (hence mobile location is *transparent* to correspondent)
  - care-of-address: used by home agent to forward datagrams to mobile
- **foreign agent functions may be done by mobile itself**
- **triangle routing: correspondent-home-network-mobile**
  - inefficient when
  - correspondent, mobile
  - are in same network



Indirect routing: moving between networks

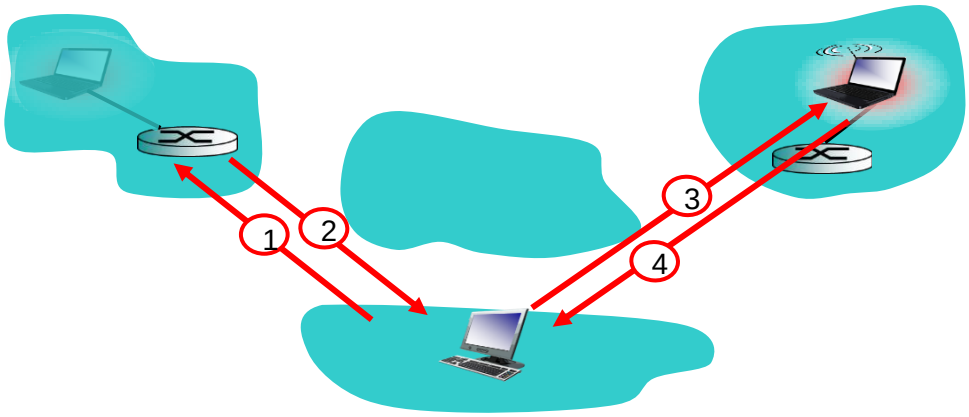
- **suppose mobile user moves to another network**
  - registers with new foreign agent
  - new foreign agent registers with home agent
  - home agent update care-of-address for mobile
  - packets continue to be forwarded to mobile (but with new care-of-address)
- **mobility, changing foreign networks transparent:** ***on going connections can be maintained!***

Mobility via direct routing



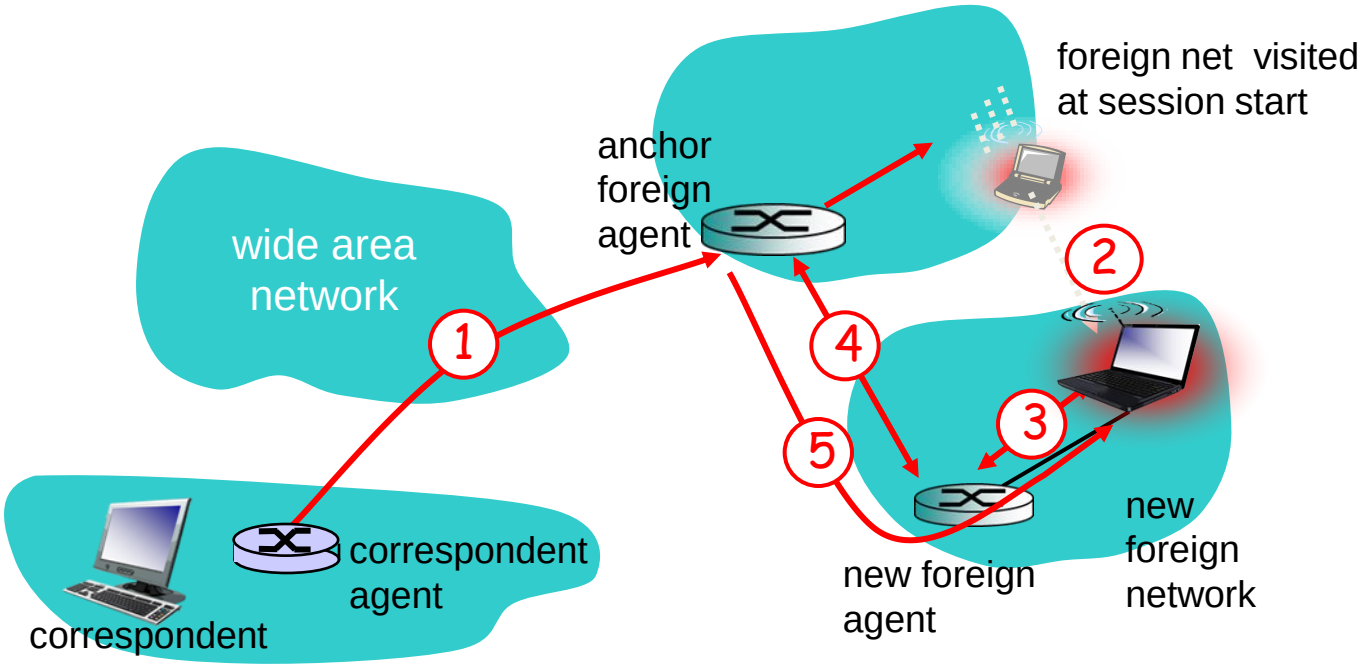
Mobility via direct routing: comments

- **overcome triangle routing problem**
- ***non-transparent to correspondent:*** **correspondent must get care-of-address from home agent**
  - what if mobile changes visited network?



Accommodating mobility with direct routing

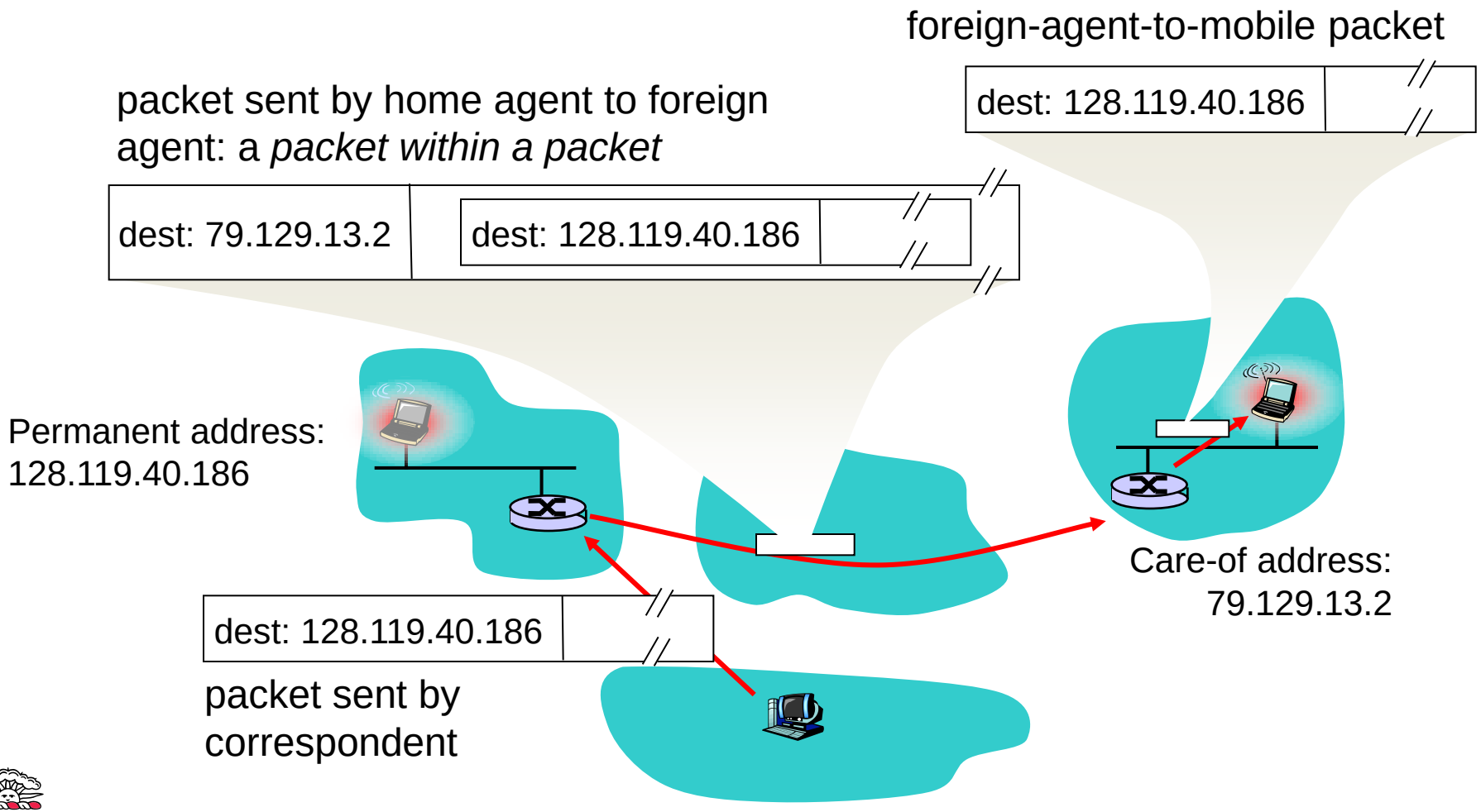
- anchor foreign agent: FA in first visited network
- data always routed first to anchor FA
- when mobile moves: new FA arranges to have data forwarded from old FA (chaining)



Mobile IP

- **RFC 3344**
- **has many features we've seen:**
  - home agents, foreign agents, foreign-agent registration, care-of-addresses, encapsulation (packet-within-a-packet)
- **three components to standard:**
  - indirect routing of datagrams
  - agent discovery
  - registration with home agent

Mobile IP: indirect routing

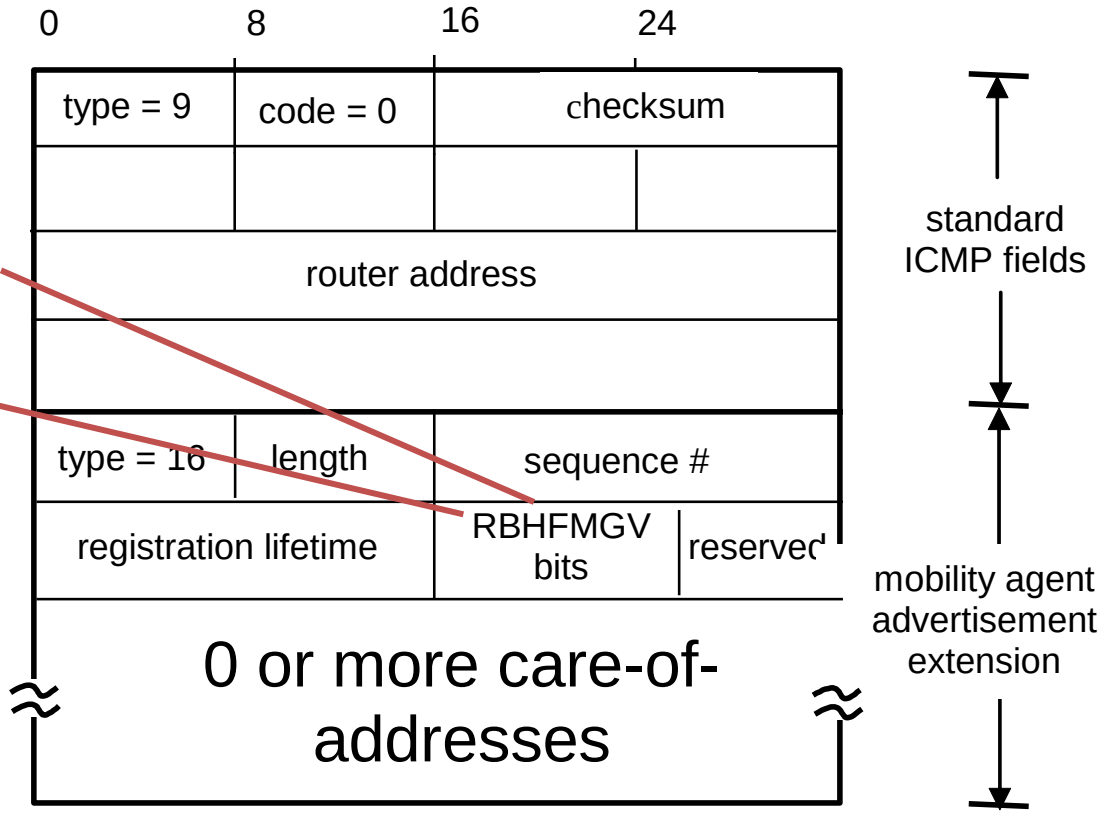


Mobile IP: agent discovery

- ***agent advertisement:*** **foreign/home agents advertise service by broadcasting ICMP messages (typefield = 9)**

H,F bits: home and/or foreign agent

R bit: registration required



Mobile IP: registration example